NINTENDO
GAMECUBE
SEGA
SPORTS
NHL 2K3
EmuMovies
SEGA
EVERYONE
E
ESRB

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epilep ic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of he following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.□
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use his system:

- Use only the AC adapter hat comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall ou let or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on he cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games wi h this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble he Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral posi ion when the power is turned ON, those positions will be set as the neutral posi ion, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to he correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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VIOLENCE

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Yawl ready for this?

Lace up your skates and get on the ice. Sega has brought the NHL® 2K series to the Nintendo GameCube™ and a new standard for Hockey has been set. NHL 2K3 possesses all the Realism, responsive controls and amazing graphics you've come to expect from Sega Sports and the NHL 2K series.

This year the presentation system is all new. ESPN "The Worldwide Leader in Sports" has teamed up with Sega Sports. The union has given NHL 2K3 a professionally broadcasted look. Playing a game of NHL 2K3 makes it "National Hockey Night" every night, right in your living room.

So gear up and get ready to get it on. Get ready for razor sharp graphics and precision gameplay. This is Hockey the way it should be. This is NHL 2K3.

SEGA SPORTS TIP: The Game of Hockey

Hockey is a fast and exciting sport enjoyed by millions. Over the years, the game has evolved through a series of rules and terms derived to make it more enjoyable to the players and fans. Familiarize yourself with the basics described in this handbook before starting gameplay.

NHL 2K3 is designed with analog functionality in mind. The analog controller provides a full range of motion and adds to the overall depth of the game.

MENU CONTROLS

+ Control Pad	Highlight menu options Select
X Button	Cancel selection / return to previous.
B Button	Sort menu
Y Button	Command Help Menu
L Button / **R** Button	Turn 'pages' / Switch screens
Z Button	Turn 'pages' (i.e. Changing teams / position / focus)
C Stick	Displays player cards
START	Select / Pause / Un-pause game

SEGA SPORTS TIP: Perfecting the Pass

Good puck movement is the key to taking apart your opponent's defense. Find the open man and put the puck right on his stick for a quality scoring chance.

OFFENSE

Here's a breakdown of the standard offensive controls. Use the Deke, Speed Burst and Sidestep to elude defenders and put the shot in net.

BASIC OFFENSE

Face-off (all control types)

Control Stick . . . . . Direct Initial Pass

A button . . . . . Draw Puck

X button . . . . . Select Center

B button . . . . . Change Player

Offense with Puck

Control Stick. . . . . Move Selected Player / Aim Shot / Direct Pass

Y Button . . . . . Deke / Dump

X Button . . . . . Speed Burst

A Button . . . . . Pass / Flip Pass

B Button . . . . . Shoot

L Button . . . . . Protect Puck

R Button . . . . . Protect Puck / Modifier

Z Button . . . . . Side Step

L Button + **R** Button + **START**. Pull Goalie

C Stick . . . . . + Control Pad Alternate

+ Control Pad Down. . . . . Next Defensive Line

+ Control Pad Up . . . . . Next Offensive Line

+ Control Pad Right + **R** Button . . Previous Defensive Line

+ Control Pad Left + **R** Button . . Previous Offensive Line

+ Control Pad Right . . . . . Next Play

+ Control Pad Left . . . . . Previous Play

+ Control Pad Right + **R** Button . . More Aggressive

+ Control Pad Left + **R** Button . . Less Aggressive

START. . . . . Pause

Offense without Puck

Control Stick. . . . . Move Selected Player

Y Button	Deflection / Dive
X Button	Speed Burst / Check
A Button	Change Skaters
B Button	One-Timer / Hook
L Button	Grab Puck
R Button	Grab Puck / Modifier
Z Button	Side Step
L Button + **R** Button + **START**	Pull Goalie
C Stick	+ Control Pad Alternate
+ Control Pad Down	Next Defensive Line
+ Control Pad Up	Next Offensive Line
+ Control Pad Right + **R** Button	Previous Defensive Line
+ Control Pad Left + **R** Button	Previous Offensive Line
+ Control Pad Right	Next Play
+ Control Pad Left	Previous Play
+ Control Pad Right + **R** Button	More Aggressive
+ Control Pad Left + **R** Button	Less Aggressive
START	Pause

SEGA SPORTS TIP: Be Patient

Unless you're on a breakaway, allow your team time to regroup before entering the attacking zone. The more men you have inside your opponent's blue line, the better your chances at controlling the puck and setting up a quality shot.

INTERMEDIATE OFFENSE

Offense with Puck

Control Stick	Move Selected Player / Aim Shot / Direct Pass
Y Button	Dump
X Button	Deke / Side Step
A Button	Pass / Flip Pass
B Button	Shoot
L Button	Protect Puck
R Button	Speed Burst / Modifier
Z Button	Sidestep
L Button + **R** Button + **START**	Pull Goalie
C Stick	+ Control Pad Alternate
+ Control Pad Down	Next Defensive Line
+ Control Pad Up	Next Offensive Line
+ Control Pad Right + **R** Button	Previous Defensive Line
+ Control Pad Left + **R** Button	Previous Offensive Line
+ Control Pad Right	Next Play
+ Control Pad Left	Previous Play
+ Control Pad Right + **R** Button	More Aggressive
+ Control Pad Left + **R** Button	Less Aggressive
START	Pause

Offense without Puck

Control Stick	Move Selected Player
Y Button	Deflection / Dive
X Button	Check / Pin
A Button	Change Player
B Button	One-Timer / Hook
L Button	Grab Puck
R Button	Speed Burst / Modifier
Z Button	Sidestep
L Button + **R** Button + **START**	Pull Goalie
C Stick	+ Control Pad Alternate
+ Control Pad Down	Next Defensive Line
+ Control Pad Up	Next Offensive Line
+ Control Pad Right + **R** Button	Previous Defensive Line
+ Control Pad Left + **R** Button	Previous Offensive Line
+ Control Pad Right	Next Play
+ Control Pad Left	Previous Play
+ Control Pad Right + **R** Button	More Aggressive
+ Control Pad Left + **R** Button	Less Aggressive
START	Pause

SEGA SPORTS TIP: One-Timer

Use the One-Timer (defined in the Glossary) to catch your opponents off guard. Pass the puck across the crease and have your teammate slam it to the back of the net.

ADVANCED OFFENSE

Offense with Puck

Control Stick	Move Selected Player / Aim Shot / Direct Pass
Y Button	Dump
Y Button + **R** Button	Deke
X Button	Protect Puck
X Button + **L** Button	Side Step
A Button	Pass
A Button + **L** Button	Flip Pass
B Button	Wrist / Snap Shot
B Button + **L** Button	Slap Shot
L Button	Action Modifier
R Button	Speed Burst / Strategy Modifier
L Button + **R** Button + **START**	Pull Goalie
+ Control Pad Down	Next Defensive Line
+ Control Pad Up	Next Offensive Line
+ Control Pad Right + **R** Button	Previous Defensive Line
+ Control Pad Left + **R** Button	Previous Offensive Line
+ Control Pad Right	Next Play
+ Control Pad Left	Previous Play
+ Control Pad Right + **R** Button	More Aggressive
+ Control Pad Left + **R** Button	Less Aggressive

START . . . . . Pause

Offense without Puck

Control Stick . . . . . Move Selected Player

Y Button . . . . . Deflection / Dive

X Button . . . . . Check / Pin

X Button + L Button . . . . . Side Step

A Button . . . . . Change Skaters

A Button + L Button . . . . . Change to Goalie

B Button . . . . . One Timer

B Button + L Button . . . . . Hook

L Button . . . . . Action Modifier

C Stick . . . . . + Control Pad Alternate

+ Control Pad Down . . . . . Next Defensive Line

+ Control Pad Up . . . . . Next Offensive Line

+ Control Pad Right + **R** Button . . Previous Defensive Line

+ Control Pad Left + **R** Button . . Previous Offensive Line

+ Control Pad Right . . . . . Next Play

+ Control Pad Left . . . . . Previous Play

+ Control Pad Right + **R** Button . . More Aggressive

+ Control Pad Left + **R** Button . . Less Aggressive

START . . . . . Pause

R Button . . . . . Speed Burst / Strategy Modifier

Z Button . . . . . Grab Puck

L Button + **R** Button + **START** . Pull Goalie

Positional, Triangular, Overload Slot

Positional: Positional play is a conservative offensive scheme that is the cornerstone of any hockey team. The two forwards will alternately attack the net. While one forward is attacking the net, the other will be holding back and thinking defensively.

Triangular: The wingmen form a triangular formation with the center. The players then try to get the puck and "funnel" it in close to the goal for a good scoring chance. If you listen to an NHL broadcast, you may hear this strategy referred to as "cycling." The objective of this system is to create a 3-on-2 or, better yet, a 2-on-1 situation.

Overload Slot: A more aggressive style of play is known as overloading the slot. When the first rush is stopped and the follow-up attack does not result in a play on the net, the puck is passed out to the point (defenseman farthest back in the attacking zone). The defensemen then try to score by shooting a hard slap shot. The forwards go to the net and attempt to pick up the rebound.

SEGA SPORTS TIP: Controlling the shot

Direct your shot by using the Control Pad while shooting the puck. Look where the goalie is setting up and use it to your advantage. If he has flopped onto the ice, press up on the Control Pad while shooting to send the puck high. If he's still on his feet, you can try going to the five hole (between his legs) by pressing down.

SEGA SPORTS TIP: The Deke

You're on a breakaway, it's just you and the goalie. Use the Deke to confuse the goalie and put the biscuit in the basket.

DEFENSE

Here's a rundown of the standard defensive controls. Make use of body checks, speed-burst, poke-check, board-pins and blocking to break down any offensive attack.

Defensive Controls

Face-off (all control types)

Control Stick . . . . . Direct Initial Pass

A button . . . . . Draw Puck

X button . . . . . Select Center

B button . . . . . Change Player

Basic Defense

Control Stick. . . . . Control Selected Player

Y Button . . . . . Block / Dive

X Button . . . . . Speed Burst / Check

A Button . . . . . Change Skaters

B Button . . . . . Poke Check / Hook

L Button . . . . . Grab Puck

Z Button . . . . . Grab Puck / Modifier

Z Button . . . . . Side Step

+ Control Pad Down . . . . . Next Defensive Line

+ Control Pad Up . . . . . Next Offensive Line

+ Control Pad Right + **R** Button . . Previous Defensive Line

+ Control Pad Left + **R** Button . . Previous Offensive Line

+ Control Pad Right . . . . . Next Play

+ Control Pad Left . . . . . Previous Play

+ Control Pad Right + **R** Button . . More Aggressive

+ Control Pad Left + **R** Button . . Less Aggressive

START . . . . . Pause

Intermediate Defense

Control Stick . . . . . Control Selected Player

Y Button . . . . . Block / Dive

X Button . . . . . Check

A Button . . . . . Change Skaters

B Button . . . . . Poke Check / Hook

L Button . . . . . Grab Puck

Z Button . . . . . Speed Burst / Modifier

Z Button . . . . . Side Step

C Stick . . . . . + Control Pad Alternate

+ Control Pad Down . . . . . Next Defensive Line

+ Control Pad Up . . . . . Next Offensive Line

+ Control Pad Right + **R** Button . . Previous Defensive Line

+ Control Pad Left + **R** Button . . Previous Offensive Line

+ Control Pad Right . . . . . Next Play

+ Control Pad Left . . . . . Previous Play

+ Control Pad Right + **R** Button . . More Aggressive

+ Control Pad Left + **R** Button . . Less Aggressive

START . . . . . Pause

Advanced Defense

Control Stick . . . . . Control Selected Player

Y Button . . . . . Block Shot (Kneel)

Y Button + **L** Button . . . . . Block Shot (Dive)

X Button . . . . . Check

X Button + **L** Button . . . . . Side Step

A Button . . . . . Change Skaters

A Button + **L** Button . . . . . Change to Goalie

B Button . . . . . Poke Check

B Button + **L** Button . . . . . Hook

L Button . . . . . Action Modifier

R Button . . . . . Speed Burst / Strategy Modifier

Z Button . . . . . Grab Puck

C Stick . . . . . + Control Pad Alternate

+ Control Pad Down . . . . . Next Defensive Line

+ Control Pad Up . . . . . Next Offensive Line

+ Control Pad Right + **R** Button . . Previous Defensive Line

+ Control Pad Left + **R** Button . . Previous Offensive Line

+ Control Pad Right . . . . . Next Play

+ Control Pad Left . . . . . Previous Play

+ Control Pad Right + **R** Button . . More Aggressive

+ Control Pad Left + **R** Button . . Less Aggressive

START . . . . . Pause

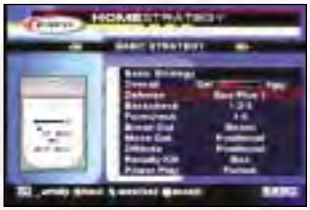
SEGA SPORTS TIP: Check Please.

Check hard. Check often. Keeping your opponent on the ice will close off their passing lanes and disrupt the rhythm of their attack.

Defensive Strategies

Zone: The Zone is a conservative coaching strategy. The defensive zone is divided into five areas. It asks the defensemen to outplay the opposition in all 1-on-1 situations.

Box Plus 1: The Box Plus One is a forceful defense. It is a balanced system, with the two wings and defensemen forming a box. This system's standard principle is to keep the opposition's unit outside the box. The center's role is to help out the other players, particularly the defensemen.



1-2-2: The 1-2-2 is a power play that uses a spread out alignment to take up most of the offensive zone. The center plays it deep and the wings play spread out. The purpose of this positioning is to spread out the defensive unit. The forwards pass the puck around the outside to set up the shot.

SEGA SPORTS TIP: Hooking

When used discreetly, hooking can be an effective method of unbalancing the opposition. Be careful, overuse will attract the referee's attention, earning you minutes in the penalty box.

GOALIE CONTROLS

With the Puck

Control Stick . . . . . Control Goalie Direction

Y Button . . . . . Cover / Stand

X Button . . . . . Leave Puck

A Button . . . . . Pass

B Button . . . . . Clear

START . . . . . Pause

Holding the Puck

Y Button . . . . . Cover / Stand

X Button . . . . . Drop Puck

A Button . . . . . Drop Pass

B Button . . . . . Drop Clear

START . . . . . Pause

Without the Puck

Basic / Intermediate Controls

Control Stick . . . . . Control Goalie Direction

START . . . . . Pause

Y Button . . . . . Save

X Button . . . . . Check / Slash

A Button . . . . . Change to Skater

B Button . . . . . Poke Check / Dive

L Button . . . . . Best Stance

Z Button . . . . . Position Goalie / Modifier

Advanced Controls

Control Stick . . . . . Control Goalie Direction

Y Button . . . . . Save

Y Button + **L** Button . . . . . Stacked Pads

X Button . . . . . Check / Slash

X Button + **L** Button . . . . . Stance Up / Belly

A Button . . . . . Change to Skater

A Button + **L** Button . . . . . Stance Down / Back

B Button . . . . . Poke Check / Dive

B Button + **L** Button . . . . . Diving Poke

L Button . . . . . Stance Modifier

R Button . . . . . Position Goalie / Modifier

Z Button . . . . . Best Stance

START . . . . . Pause

SEGA SPORTS TIP – The rebound

Any time there's a shot on goal, be wary of a possible deflection off the goalie's pads. This is the perfect opportunity to catch him off-balance and slap the puck into the back of the net.

Fighting

Sometimes tempers flare and the gloves come off. When a fight breaks out, here are the controls you will need to hold your own.

Y Button . . . . . Not Used

X Button . . . . . Grab

A Button . . . . . Duck / Avoid

B Button . . . . . Punch

Playing Against the Boards

The puck gets stuck in the wall or in a corner. Next thing you know, two or more skaters are pinning each other up against the wall trying to jockey for position and most importantly, keep control of the puck.

Pinning (All Control Types)

Control Stick. . . . . Move Selected Player

Y Button . . . . . Cancel Pin

X Button . . . . . Check

A Button . . . . . Change Player

B Button . . . . . Push

Pinned (All Control Types)

Control Stick. . . . . Move Selected Player

START. . . . . Pause

X Button . . . . . Elbow

A Button . . . . . Change Player

B Button . . . . . Kick Puck

Penalty Shot

Last, but not least, is the penalty shot. This unique hockey moment pits the goalie against the skater, one-on-one. Be careful, you only have one shot and it could be the difference between glory and defeat.

Penalty Shot Controls (Basic / Intermediate)

Control Stick. . . . . Move Selected Player

Y Button . . . . . Deke

B Button . . . . . Shoot

Advanced Penalty Shot Controls

Control Stick. . . . . Move Selected Player

Y Button . . . . . Deke

B Button . . . . . Wrist / Snap Shot

B Button + L Button . . . . . Slap Shot

L Button . . . . . Modifier

MAIN MENU

When the game finishes loading, you will be at the title screen featuring a great shot of Philadelphia Flyer Jeremy Roenick. Press **START** to advance to the Main Menu.

Quick Game: Play a quick exhibition game between two NHL teams.

Game Modes: Check out the other exciting game modes that are available: Exhibition, Season, Playoffs, Tournament and Franchise play. See page 27 for more details.

Rosters / Lines: Modify the rosters and lines for any team in the NHL. See page 31 for more information.

Options: Adjust the settings of the game. See page 34 for more details.

Sega Sports Challenge: The game is already keeping track of all of your stats, but how do you stack up against players from around the world? Completing a game in this mode will give you a code you can enter at segasports.com. See page 39 for more details.

Memory / Users: Load data, save settings, and change users.

SEGA SPORTS TIP: Penalty Killing

Unless you're down a goal or two in the closing moments of the game, play it safe; check the attackers and dump the puck back into their defensive zone (clearing the puck). Don't worry, icing is disabled in penalty kill situations.

Selecting Your Teams

Once you've selected the type of game you want to play, you will be brought to the Team Select screen. Push the Control Stick left to choose the Away team, push right to choose the Home team. Use the **Z** Button to cycle through the teams and then press **START** to make your selection. You will then advance to the Choose Uniforms screen. From here you can select home, away or alternate jerseys for your team to play in. At this screen press the **B** Button to view the Home/Away Strategy screen or the **Z** Button for Line Matchups.

Home / Away Strategy

From the Choose Uniforms screen you can press the **B** Button to set your team's strategy. By selecting Basic

Team strategy, you can adjust the overall play of your team. You can also select Advanced Team Strategy. This allows you to select an individual strategy for every line on your team.

Overall: Adjust this slider left to be more defensive and to the right to be more aggressive.

Defense	Zone / Box Plus 1 / 1-2-2
Backcheck	2-1-2, 1-1-3, 1-2-2
Forecheck	1-4, 2-1-2, 1-1-3
Breakout	Board, Free Flowing, Positional
Move Out	Positional, Regroup Free, Criss Cross
Offense	Positional, Triangular, Overload Overload Slot
Penalty Kill	Box, Y Button, Diamond
Power Play	Funnel, 2-2-1, Wing Play Offside

SEGA SPORTS TIP: Strategize.

Be sure to experiment with all the strategies available and find the ones that best suit your style of play. It's also a good idea to choose your strategy to suit your team's strengths and weaknesses.

Line Matchups

From the Choose Uniforms screen you can press the **Z** Button to set the line matchups. When your opponent goes to change lines, you can make sure you're matched up player for player. In order for Line Matchups to function, line changes must be set to Auto (see Options Menu).

Importance: Move this slider to the right to keep your lines matched no matter how fatigued. Move to the left to take a more conservative approach.

GAME MODES

Exhibition: Exhibition allows you to start a quick game using a wider array of teams including NHL, All-Star and International. Playing in an international setting means a bigger rink, two-line passes and an alternate icing rule.

Season: Do you have what it takes to guide your team through a grueling NHL season and deep into the playoffs? Do you have what it takes to win Lord Stanley's Cup? Season Mode gives you the opportunity to find out.

Franchise: Play season after season and build your team into a dynasty. You will have to manage everything for your team: sign your free agents, acquire new players and manage the budget.

Playoffs: Forget the season and head straight into the playoffs. The competition will be tough. Will it be your team hoisting Lord Stanley's cup?

Tournament: Set up a tournament so you and your friends can have at it.

THE PLAYOFFS

(Available in Season, Franchise and Playoff modes.)

This is where all your hard work pays off. At the end of the regular season, only sixteen teams remain. Three seven-game series stand between you and a chance to hoist Lord Stanley's Cup. Keep in mind, the cup isn't the only prize to take home at season's end. Following is a list of trophies awarded to individuals and teams who have excelled in a variety of categories.

Stanley Cup: Awarded to the team that wins the Stanley Cup Finals.

Clarence S. Campbell: Awarded to the team that wins the Western Conference Finals.

Prince of Wales: Awarded to the team that wins the Eastern conference Finals.

Presidents': Awarded to the team that earned the best record over the course of the regular season.

Art Ross: Awarded to the individual with the most points over the course of the season.

Hart Memorial: Awarded to the MVP as selected by the Professional Hockey Writers Association (PHWA).

James Norris Memorial: Awarded to the best Defenseman as selected by the PHWA.

Lady Byng Memorial: Awarded to the individual who demonstrates sportsmanship, gentlemanly conduct and overall gameplay combined.

Calder Memorial: Awarded to the best Rookie as selected by the PHWA.

Conn Smythe: Awarded to the Playoff MVP as selected by the PHWA.

Vezina: Awarded to the best Goalie as selected by the General Managers of the league.

William M. Jennings: Awarded to the player(s) with the lowest Goals Against Average.

Frank J. Selke: Awarded to the best defensive Forward as selected by the PHWA.

Lester B. Pearson: Awarded to the MVP as selected by the National Hockey League Players Association (NHLPA).

Maurice 'Rocket' Richard: Awarded to the league leader in Goals Scored.

TRADING PLAYERS

During Season and Franchise mode, you can trade players from team to team. Go to Rosters / Lines and select Trade Players to make some adjustments to your team. Use the Control Stick or + Control Pad to find the player you want to trade and press the **A** Button to select him (a check will appear in the box next to the players you want to trade). Use the C Stick to change between your team and the team you want to trade to. Use the **A** Button to select the player(s) you want to trade for and press **START** to make the trade.

Season Menu

Once you've picked your team and headed into the season menu, you will have to navigate the following selections.

Play / Schedule: Use + Control Pad / Control Stick to scroll around the on screen calendar. Press the **A** Button to simulate all the games up to and including the highlighted game, press **START** to play the game. The game will ask for verification.

Roster / Lines: From this menu you can view the roster, edit your lines, edit the team, trade players and pick up free agents. You're the general manager, making your team a contender is your responsibility.

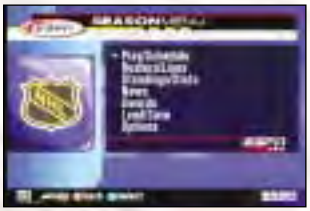
Standings: Check out the league leaders in a variety of categories.

News: Find out about trades and player injuries.

Awards: Keep track of the award winners for the past decade. (See page 28).

Load / Save: At the Saving and Loading screen, you can save your settings and rosters or access the Load screen to resume any games you have saved in progress.

Options: Change your game options.



Coaching Strategies

With NHL 2K3 you get to control the offensive and defensive style of your team. If you want to go for it all you've got to ratchet up your aggressiveness by pressing the + Control Pad left. If you want to protect a lead you've got to dial back your aggressiveness and play a more conservative style of play by pressing the + Control Pad right.

+ Control Pad Left + R Button . . . . More Aggressive

+ Control Pad Right + R Button . . . . Less Aggressive

Line Changes

The forwards and defensemen are broken into units called lines. Teams have certain lines to suit different situations. There are lines to take advantage of power plays, to kill penalties, to play strong defense and to play strong offense. Use the controls listed below to get new players out onto the ice. Don't call for a line change when the other team is attacking your goal. You can make adjustments to your lines via the Rosters / Lines menu. Mix things up to create the best scoring and defensive setups.

+ Control Pad Up . . . . . Next Offensive Line

+ Control Pad Down. . . . . Next Defensive Line

SEGA SPORTS TIP: Keep your Lines Fresh

The longer the lines are on the ice, the more fatigued the players become. Wait for your players to cross center-ice, then dump the puck into the offensive zone and switch them out. If you can cycle your lines effectively, you will maximize your team's chances of success.

ROSTERS

From the Rosters menu you can make several adjustments to your team. One of the things you can do is select the team captain and assistant captain(s).

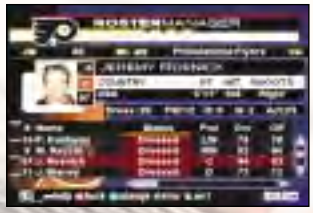
In Franchise and Season Mode you can also make several changes to your team from the Rosters menu. You can change a player's status from this screen. Players can be:

Dressed: Available to play in the next game.

Injured/Res: The player is hurt and unavailable to play.

Minors: The player has been sent down to the minors.

Scratched: Players available to the team but cannot play in the current game.



PAUSE MENU

Press **START** during the game to bring up the Pause Menu. From here you can select from one of the following options.

Replay: Watch the last play from any spot on the ice.

Options: Tweak the game by adjusting the rules and settings (including camera-view).

Stats: Break the game down with all of the numbers, shots, saves, hits and much more.

Choose Sides: Switch over to control either team at any time.

Edit Lines: Select which players appear on which lines on the ice for total control of your team.

Time-Out: You don't see many timeouts in hockey, but if your team needs a break you can call one. It is the perfect way to give your team a little stamina boost.

Pull Goalie: You can always pull your goalie to get an extra skater out on the ice. Do this when you are down a goal towards the end of the game.

Exit Game: Leave the game and go back to the main menu. The game will ask you to confirm whether or not you really want to quit before leaving the game.

REPLAY CONTROLS

Want to see that beautiful one-timer again? Then bring up the Replay feature of NHL 2K3 from the pause menu to view it again and again. Follow the on-screen controls to change the angle, zoom in or zoom out and you can see the shot sneak past the goalie. It's like you're in charge of your own highlight reel.

Note: While moving the aim indicator, you can also "lock on" to any player to follow them throughout the entire replay. To do so, simply move the aim indicator directly on top of whatever target you wish to track.

PAUSE OPTIONS

Options

You can select Options from the Main Menu and make the following adjustments (There are slight variations between game modes).

General

Skill Level: How tough will the competition be? Amateur, Pro, All Star or Hall of Famer.

Game Speed: Slow down or speed up the action with this slider.

Period Length: Choose from 1 to 20 minutes of period play.

Penalties: Move the slider left or right to adjust the frequency of penalty calling.

Fighting: Use the slider to determine the frequency of fisticuffs.

Injuries: Toggle injuries on or off.

Offsides: Toggle Offsides penalty on or off.

Icing: Change between International, NHL, Auto or off.

Two-Line Pass: Change between International, NHL, Auto or off.

Advanced Options

Home Strategy Change: Toggle between Auto and Manual

Home Line Change: Choose between Auto, Semi-Auto, Manual or Off

Away Strategy Change: Toggle between Auto and Manual

Away Line Change: Choose between Auto, Semi-Auto, Manual or Off

Referee Collision: Choose from 4 settings.

Rink Type: Choose between Auto, NHL and International

Overtime Type: Choose from 8 settings.

Game Clock: Choose between an accelerated 20-minute clock and a Real-Time clock.

Clock Type: Choose between International (counting up), NHL (counting down) or Auto.

CONTROLS

Controller: Choose between Basic, Intermediate and Advanced.

Goalie Control: Choose between Auto, Manual and Semi-Auto

Pass Aim Assist: Adjust CPU assistance on passing.

Shot Aim Assist: Choose between Manual and Auto.

Auto Puck in Air Grab: Toggle this On or Off.

Player Lock Type: Choose between 4 types (described below).

Preferred Start Position: Choose what position you want to control during face-off.

Puck Protection: Toggle between Auto and Manual.

Rumble Feature: Toggle this on or off.

Player Lock Types

Unlocked: Control the player with the puck, or switch to the player nearest the puck.

Semi-Manual: Similar to Unlocked, despite player controls not automatically switching if pass is missed.

Manual: You have complete control of player selection.

Full-Lock: Remain locked on Preferred Start Position.

Gameplay

This is your game and via the Sega Sports Gameplay sub-menu you can make it just that. With twenty-four individual, adjustable options NHL 2K3 will satisfy even the pickiest of hockey fanatics.

Presentation Options

Change everything in regards to how you view and hear the game. The exciting presentation and style of ESPN is going to make the game better than ever. Increase the play-by-play commentary, adjust the crowd or change the volume of the sound effects. NHL 2K3 allows you to change it all.

GLOSSARY

Assistant Captain: The Assistant Captain wears the letter 'A' on his jersey and can speak to the referee in regards to interpretations of the rules when the Captain is not out on the ice. Traditionally teams have two assistant captains, but sometimes they have up to four players rotate the duties of assistant captain throughout the season.

Captain: The leader of the team. The captain wears a letter 'C' on his jersey and is one of the only players who can question a referee in regards to an interpretation of the rules.

Check: Skating into a player who has the puck.

Delayed Penalties: If the team without the puck commits a penalty, the referee can call a delayed penalty. He will signify this by raising his hand high in the air. The team with the puck will pull their goalie to add an extra man on offense. As soon as the team that committed the penalty touches the puck, the penalty is called.

Face-Off: At the onset of each period, after a stoppage in play, after a goal and after a penalty, both teams will square off in a face-off. The referee will drop the puck between two opposing players.

Fighting: Sometimes players will "drop the gloves" in order to stand their ground, however, engaging in fisticuffs will result in a five-minute penalty.

Forechecking: Checking the player with the puck in his defensive zone or the neutral zone.

Hooking: When a player uses his stick to impede the progress of an opponent, he can be called for hooking, punishable with two minutes in the penalty box.

Icing: Icing occurs when the team passes, shoots or deflects the puck across the red center line and then past the red goal line in that team's offensive zone without the puck being touched by another member of that team. Teams that are a man short (killing a penalty) are allowed to ice the puck. In the international game, icing is called as soon as the puck crosses the goal line.

Interference: Interference occurs when one player impedes the progress of another player who does not have the puck and is punishable with a two-minute penalty.

Lines: The group of five players out on the ice. Teams have different lines for different situations: lines for penalty killing, power plays, hard defense, extra offense, etc.

Offsides: The puck must precede the offensive team across the blue line that marks the offensive zone. If the player crosses the blue line before the puck, offsides is called and a face-off will occur in the neutral zone.

One Timer: A one-timer occurs when a player takes a slapshot on the puck after one of his teammates has passed it to him. This is much like hitting a baseball that has been pitched to you. There is no real possession of the puck on the part of the player being passed to.

Roughing: Roughing is an altercation between two players that is more than a normal check, but less than an all-out fight. Roughing is punishable with two minutes in the penalty box.

Two-Line Pass: A two-line pass is called when a player makes a pass that crosses the red center line and the blue line (or vice-versa) without being touched in-between the two lines by a teammate. Two-Line passing is allowed with International Rules.

SEGA SPORTS CHALLENGE

Sega Sports Challenge is an exciting new mode of play that takes the competition to the next level. In SSC (Sega Sports Challange), you can record your personal stats, then post 'em online at SEGASPORTS.COM to see where you rank against the world's best. Prizes and bragging rights await!

After you complete an SSC game, return to the Sega Sports Challenge screen to receive your Challenge Codes. You will earn codes for Per Game Averages and Single Game Records – one code for PGA and one code for each SGR category.

Go to SEGASPORTS.COM and enter your codes to immediately see where you rank and find out if you qualify to win. Each time you enter a code, your chances increase. Good Luck!

User

Enter your name in order to compile and save your personal NHL 2K3 stats. These are the numbers you'll pit against other NHL 2K3 players in the SSC.

To enter a user name:

1. From the User Login screen, select CREATE NEW USER. The Enter New User Name screen appears.
2. Use the keyboard tool to type in the name you want, then press the **START** button to advance to the Main Menu.
3. To start a game simply select SEGA Sports Challenge, which brings you to the Challenge Menu. From the Challenge Menu you can select Play Game, Records, Averages or Save User/Options.

Per Game Average Board

As you play multiple games in Sega Sports Challenge mode, your statistics are calculated over time to show your per game average in these 9 key categories.

Single game Record Board

The Single Game Records board displays your best performance in each of 9 categories along with a Challenge Code for each record category.

Save Challenge Records

A Nintendo GameCube Memory Card is required to participate in SSC. Make sure you save before you power down in order to keep your stats up-to-date.

- To save your statistics, from the Load / Save screen, select SAVE USER / OPTIONS. Then select the file you wish to update and press the **A** Button to overwrite.

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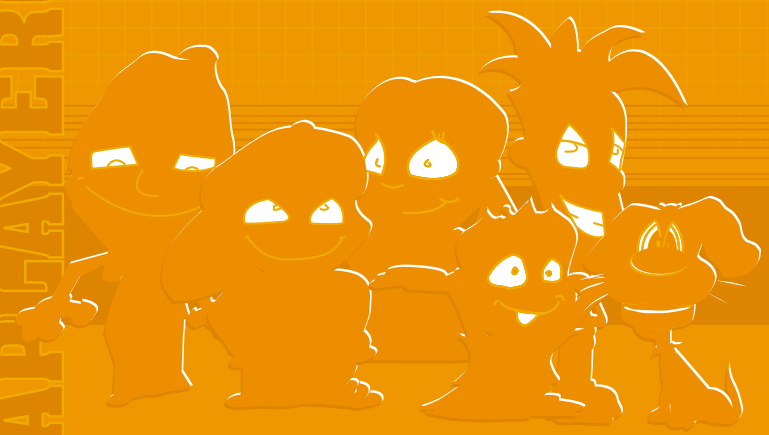

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